

<b>ST</b> 8* [ 0]	<b>HP</b> 8 [ 0]	<b>Basic Speed</b> 5 [ -10]
<b>DX</b> 11† [ 0]	<b>Will</b> 14 [ 0]	<b>Basic Move</b> 5 [ 0]
<b>IQ</b> 14† [ 60]	<b>Per</b> 12 [ -10]	<b>BL</b> 13 lb (ST×ST)/5
<b>HT</b> 11 [ 10]	<b>FP</b> 14 [ 9]	<b>Thr</b> 1d-3 <b>Sw</b> 1d-2
<b>TL</b> 3 [ 0]	<b>SM</b> +0	

\* Includes: -2 from 'Racial ST Penalty' † Includes: +1 from 'Goblins (Banestorm)'

<b>Vision</b> 12	<b>Fright Check</b> 14	<b>High Jump</b> 1.67 ft
<b>Hearing</b> 12	<b>Consciousness</b> 11	<b>Money</b> 0*
<b>Touch</b> 12	<b>Death Check</b> 11	
<b>Taste/Smell</b> 12	<b>Broad Jump</b> 2.33 yd	

\* Includes: +2000 from 'Money', +12000 from 'Money', -1808 from 'Money', +1910 from 'Old Gnarled Staff (Powerstone 10)', +16968 from 'Money'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	13 lb	26 lb	39 lb	78 lb	130 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	8	7	6	5	4

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	26 lb	104 lb	156 lb	195 lb	650 lb

\* Takes 2 seconds to complete † Double with a running start  
 ‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

TEMPLATES AND META-TRAITS		Pts
<b>Goblins (Banestorm)</b> {p. BS192}	Description: Goblins have green skin, pointed ears, and small, sharp, white teeth. Magic fascinates many goblins, and they respect mages. There are few mighty goblin wizards, but the race produces a remarkable number of hedge magicians and dabblers. They are great traders and merchants. They travel everywhere, trading where they travel, and wherever they go, a few settle down. There are no exclusively goblin nations in Ytarria, but they are the majority in several parts of Megalos, particularly in the Duchy of Yibyrok. They are small and slender; height is normal for their ST, but weight is 10 pounds less.	[ 19 ]
Racial ST Penalty -2 (Size, +0%)		[ -20 ]
Night Vision 9 {p. B71}		[ 9 ]
Impulsiveness (12 or less, *1) {p. B139}		[ -10 ]

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

\* Conditional: +1 from 'Healer', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +1 from 'Merchant' when buying or selling, +2 from 'Sense of Duty (Adventuring Companions)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES		Pts
<b>Megalos (Native)</b> {p. B23}		[ 0 ]

LANGUAGES			
Name	Spoken	Written	Pts
<b>English (Native)</b> {p. B24}	Native	Native	[ 0 ]

ADVANTAGES		Pts
<b>Healer 1</b> {p. B90}	Description: Diagnosis, Esoteric Medicine, First Aid, Pharmacy, Physician, Physiology, Psychology, Surgery, Veterinary	[ 10 ]
<b>Magery 3</b> {p. B66, BS183}	Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	[ 30 ]



ADVANTAGES (continued)		Pts
<b>Magery 0</b> {p. B66}	Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.	[ 5 ]
<b>Patrons (Master Adolphe; 6 or less, *1/2)</b> {p. B72}		[ 10 ]
<b>Signature Gear 4 (Old Gnarled Staff)</b> {p. B85}		[ 4 ]

PERKS		Pts
<b>Weapon Bond (Old Gnarled Staff)</b> {p. F132, HT250, MA53, PU2:9, DF1:14}		[ 1 ]

DISADVANTAGES		Pts
<b>Greed (12 or less, *1)</b> {p. B137}		[ -15 ]
<b>Honesty (12 or less, *1)</b> {p. B138}		[ -10 ]
<b>Sense of Duty (Adventuring Companions; Small Group)</b> {p. B153}		[ -5 ]

QUIRKS		Pts
<b>Unused Quirk 2</b> {p. B163}		[ -1 ]
<b>Unused Quirk 3</b> {p. B163}		[ -1 ]
<b>Unused Quirk 4</b> {p. B163}		[ -1 ]
<b>Unused Quirk 5</b> {p. B163}		[ -1 ]
<b>Slightly Confused</b> {p. B163}		[ -1 ]



MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	11	—	1d-4 cr	C	—	—	
Kick	9	—	1d-3 cr	C,1	—	—	
Punch	11	8	1d-4 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Old Gnarled Staff (Powerstone 10): Staff Swing	14	12	1d cr	1, 2	7†	4	
Old Gnarled Staff (Powerstone 10): Staff Thrust	14	12	1d-1 cr	1, 2	7†	4	

**ATTACKS TABLES COLUMN NOTES**

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Ice Dagger	13	~1d-1 imp	3	30 yd / 60 yd	—	—	—	—	—	—	~1-3en
Ice Sphere	13	~1d cr	2	40 yd / 80 yd	—	—	—	—	—	—	~1-3en

**SLAM TABLE**

1-3 1d-3	4-6 1d-2
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PARRY	PARRY	BLOCK	DODGE	OTHER
11	8	6	8	
Staff	DX	DX		

Loc.	HP	#
Eyes	1	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	5	—
Hands	3	—
Legs	5	—
Feet	3	—

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

**SIZE AND SPEED/RANGE TABLE**

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

**HUMANOID HIT LOCATION TABLE**

Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	—	Vitals†	-3
5	Face	-5(f)/-7(b)	—	Eye‡	-9
6-7	Right Leg	-2	—	Ear	-7
8	Right Arm	-2	—	Nose	-7
9-10	Chest*	—	—	Jaw	-6
11	Abdomen*	-1	—	Spine§	-8
12	Left Arm	-2	—	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	—	Neck Vein/Artery¶	-8
15	Hand	-4	—	Arm/Leg Joint**	-5
16	Foot	-4	—	Hand/Foot Joint**	-7
17-18	Neck	-5	—	Groin	-3

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks  
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
 \*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
8 7 6 5 4	0 -1 -2 -3 -4	-8 -9 -10 -11 -12	-16 -17 -18 -19 -20	-24 -25 -26 -27 -28	-32 -33 -34 -35 -36
3 2 1	-5 -6 -7	-13 -14 -15	-21 -22 -23	-29 -30 -31	-37 -38 -39

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP	0 FP
14 13 12 11 10	0 -1 -2 -3 -4
9 8 7 6 5	-5 -6 -7 -8 -9
4 3 2 1	-10 -11 -12 -13

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SPELL GRIMOIRE								
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Body of Air	15 [1]	0	Regular/R-HT	5 sec.	1 min.	4/1	Ai	3 M24
Create Air	15 [1]	0	Area	1 sec.	5 sec.#	1	Ai	1 M23, B243
No-Smell	15 [1]	0	Regular	1 sec.	1 hr.	2/2	Ai	1 M24, B243
Purify Air	15 [1]	0	Area	1 sec.	Instant	1	Ai	– M23, B243
Shape Air	15 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2 M24, B243
<b>Communication &amp; Empathy</b>								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Sense Emotion	15 [1]	0	Regular	1 sec.	Instant	2	CE	1 M45, B245
Sense Foes	15 [1]	0	Inform./Area	1 sec.	Instant	2#	CE	– M44, B245
<b>Healing</b>								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Awaken	15 [1]	1	Area	1 sec.	Instant	1	He	2 M90, B248
Cure Disease	15 [1]	1	Regular	10 min.	Instant	4	He	5 M91, F170
Detect Poison	15 [1]	0	Area/Information	2 sec.	Instant	2	PW, He	1 M166
Lend Energy	15 [1]	1	Regular	1 sec.	Perm.	Varies	He	– M89, B248
Lend Vitality	15 [1]	1	Regular	1 sec.	1 hr.	1 per HP loaned	He	1 M89, B248
Major Healing	16 [4]	1	Regular	1 sec.	Perm.	1 to 4	He	3 M91, B248
Minor Healing	15 [1]	1	Regular	1 sec.	Perm.	1 to 3	He	2 M91, B248
Neutralize Poison	15 [1]	3	Regular	30 sec.	Perm.	5	He	1 M92
Recover Energy	15 [1]	1	Special	Special	Special	none	He	1 M89, B248
Regeneration	15 [2]	2	Regular	Special#	Perm.	20	He	5 M93
Relieve Sickness	15 [1]	1	Regular/R-spell	10 sec.	10 min.	2	He	2 M90
Remove Contagion	15 [1]	1	Area	2 sec.	Instant	3	He	2 M90
Restoration	15 [2]	1	Regular	1 min.#	Perm.	15	He	4 M93
<b>Protection &amp; Warning</b>								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Armor	15 [1]	2	Regular	1 sec.	1 min.	Varies	PW	1 M167, B253
Detect Poison	15 [1]	0	Area/Information	2 sec.	Instant	2	PW, He	1 M166
Sense Danger	15 [1]	0	Information	1 sec.	Instant	3	PW	– M166
Shield	15 [1]	2	Regular	1 sec.	1 min.	Varies	PW	– M167, B252
Watchdog	15 [1]	0	Area	10 sec.	10 hrs.	1/1	PW	1 M167
<b>Water</b>								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Create Water	15 [1]	0	Regular	1 sec.	Perm.	2/gal.	Wa	2 M184, B253
Ice Dagger	15 [1]	0	Missile	1 to 3 sec.	Instant	1 to Magery#	Wa	5 M188
Ice Sphere	15 [1]	0	Missile	1 to 3 sec.	Instant	1 to Magery#	Wa	4 M186
Purify Water	15 [1]	0	Special	5-10 sec./gal.#	Perm.	1/gal.	Wa	1 M184, B253
Seek Water	15 [1]	0	Information	1 sec.	Instant	2	Wa	– M184, B253
Shape Water	15 [1]	0	Regular	2 sec.	1 min.	1/1#	Wa	3 M185, B253

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item (Virtual)	340	19.5 lb
1	Leather Armor Suit {p. L18} Description: TL:1 LC:-- DR:2* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight. Location: all	340	19.5 lb
1	Old Gnarled Staff/TL0 (Powerstone 10) {p. LT69} Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Notes:      Usernotes: Family Heirloom	1910	4 lb
1	Potion Belt	1810	1 lb
4	Healing {p. M217} Description: Rare Cost: 250 Forms: Potion, Powder, Ointment	480	-
4	Paut {p. M217} Description: Rare Cost: 250 Forms: Potion, Powder, Ointment	480	-
<b>Totals:</b>		<b>4060</b>	<b>24.5 lb</b>
Qty	Everything	Cost	Weight
1	Armor Description: Parent Item (Virtual)	340	19.5 lb
1	Leather Armor Suit {p. L18} Description: TL:1 LC:-- DR:2* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight. Location: all	340	19.5 lb
1	Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	17110	55.3 lb
1	Sleeping Bag {p. B288} Description: TL:6 Notes: For normal conditions.	25	7 lb
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
2	Wineskin (4 liters of Water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	20	16.5 lb
1	Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
1	Purse {p. B288} Description: TL:0 Notes: Holds 3 lbs.	16700	3.7 lb
50	Coin: Copper Farthing {p. BS44}	50	1 lb
83	Coin: Gold Mark {p. BS44}	16600	2.66 lb
10	Coin: Silver Penny {p. BS44}	40	10.24 dr
2	Rope, 3/8" (per 10 yards) {p. B288} Description: TL:1 Notes: Supports 300lbs.	10	3 lb
1	Wand of Seek Plant (10 uses/15 skill)	0	-
1	Dried hemp bloom (100g) Usernotes: It's not quite ready to smoke but from the smell of it, it must be of the best quality. Straight from the Jesuits Herb Garden	0	1.6 oz
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	First Aid Kit {p. B289} Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	100	12 lb
5	Bandages {p. B289} Description: TL:Var. Notes: Bandages for half-dozen wounds. Might be clean cloth, adhesive dressings, or sprat-on "plastiskin," depending on TL. At TL 6+, includes IV drip, needle, and plasma. Basic equipment for First Aid skill.	50	10 lb
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
4	Draft Horse {p. B459} Description: 2,000lbs. ST:25 DX:9 IQ:3 HT:12 Will:10 Per:11 Speed:5.25 Dodge:8 Move:6 SM:+1 (3 hexes) Traits:Domestic Animal, Enhanced Move 1 (Ground Speed 12), Hooves, Peripheral Vision, Quadruped, Weak Bite.	10900	1.08 tn
1	Wagon	2900	1.08 tn
1	Veteran Guard	900	160 lb
1	Old Gnarled Staff/TL0 (Powerstone 10) {p. LT69} Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Notes:      Usernotes: Family Heirloom	1910	4 lb
1	Potion Belt	1810	1 lb
4	Healing {p. M217} Description: Rare Cost: 250 Forms: Potion, Powder, Ointment	480	-

LOAD-OUTS (continued)			
Qty	Everything	Cost	Weight
1	Potion Belt	1810	1 lb
4	Paut {p. M217} Description: Rare Cost: 250 Forms: Potion, Powder, Ointment	480	-
<b>Totals:</b>		<b>32070</b>	<b>1.12 tn</b>

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		59
Advantages, Perks		79
Disadvantages, Quirks		-35
Skills, Techniques		59
Spells		35
<b>Total Points Spent:</b>		<b>197</b>
<b>Unspent Points:</b>		<b>0</b>

CAMPAIGN LOG		
<b>Points:</b> (logged) 47	+ (other) 0	= (total) 47
<b>Area Knowledge Azer</b>		<b>7. November 2011</b>
21.09.2011: 1 pts		
<b>Banestorm V</b>		<b>7. November 2011</b>
Nach Forstheim, Typen gekillt und Dorines Waldhall mitgenommen. 21.09.2011: 7 pts		
<b>Banestorm IV</b>		
Job: Master Merchant 3 Months 200xMerchantskill Freelance Wizard 1.5 Months 125xPreReqskill 16.09.2011: 7 pts		
<a href="#">&lt;enter caption here&gt;</a>		
<a href="#">&lt;enter notes here&gt;</a>		
22.08.2011: 8 pts		
<b>Patron: Master Adolphe</b>		<b>4. Juli 2011</b>
<a href="#">&lt;enter notes here&gt;</a>		
07.04.2011: 10 pts		
<b>Rätsel von Ghar</b>		
<a href="#">&lt;enter notes here&gt;</a>		
07.02.2011: 8 pts		
<b>Weg nach Azer</b>		
<a href="#">&lt;enter notes here&gt;</a>		
07.01.2011: 6 pts		
<b>Initial Character Creation</b>		
Character created using GURPS Character Assistant 4 13.06.2011: 0 pts		

DESCRIPTION
<p>About 15 years ago a healer appeared in Yibyork, introducing himself as Mogritz, soon making his name for being able to cure most ailments and for selling the best herbal smokes far and wide. He had not been heard of before, nor have any of his relatives ever been found. Smallish in stature, with white hair on his wrinkly head he was assumed to be of advanced age ... but he has not revealed his age to anyone and kept mostly to himself, apart from irregular benders of legendary proportions. For a long time goblins from all over journeyed to the city to receive aid. But soon after his arrival the rumors started, hushed talk of orphaned bodyparts, musings about the source of Mogritz's marvellous power, but through his cheerful behavior and his readiness to give aid no one took the whisperings as fact for a long time. The smallish healer performed his arts for years, but with time, the rumors grew, and when a hidden abattoir was found in the city's catacombs Mogritz decided it was time to change regions, lest the rumours grow into facts at last. After a long but mostly uneventful journey he meets the companions in a tavern on a rainy night.</p>